

## **PRESIDENTS Official Tournament Rules 2022-23**

**[AGLOA PRESIDENTS playing forms are available on the [agloa.org](http://agloa.org) website.]**

**Bold** entries mark changes/additions from 2021-22.

- PZ1** All AGLOA competitors are expected to preserve the integrity of the competition by conducting themselves in a fair and ethical manner. In cases of unfair play, unsportsmanlike conduct, or clear violations of tournament rules, the Penalties Policy in the AGLOA National Tournament Administration Manual should be consulted.
- PZ2** The presidents are divided into three groups for competition purposes.  
Group A: #1-17  
Group B: #16-33  
Group C: #28-46  
Elementary/Middle Divisions will play *one* group each year. Junior/Senior Divisions will play *two* groups each year.  
**For 2022-23, the groups are:**  
**Elementary/Middle: Group A - #1-8 first round, #9-17 second round**  
**Junior/Senior: Group A first round, Group B second round**  
(For the schedule of groups in future years, see **PZ8** below.)
- PZ3** Each individual player must have the following materials for each round:
- 1) A Presidents Chart listing the number, picture, and name of each president plus date and place of birth, date and place of death, dates in office, and political party is the only reference permitted to be used by each player.
  - 2) A scratch answer sheet may be used by players to make any marks they wish after the second reading of each clue. For example, they may cross out the numbers of eliminated presidents after the 6- and 4-point clues or, in Junior/Senior Divisions, mark the range for each question. Any answers circled on the scratch answer sheet are *not* official responses for a player. The Presidents Charts and corresponding scratch answer sheets for each group are available as a single form on the [agloa.org](http://agloa.org) web site.
  - 3) A wager/answer sheet is the official form on which an individual must respond to all questions. These sheets are available for download on the [agloa.org](http://agloa.org) web site.
- PZ4** Players play in groups of three or four for purposes of scorekeeping. Running scores of all players in a group are kept on a scoresheet at the table. Scoresheets are available for download on the [agloa.org](http://agloa.org) web site.
- PZ5** A round consists of twelve questions. Each question is read aloud by a central reader. Before reading a question in Junior/Senior division, the reader will tell all players a range of eleven presidents (e.g., 7 to 17) within which the correct president falls. In Elementary and Middle Divisions, the range will always be the complete set of presidents for that round.
- PZ6** Each question consists of three clues, with each clue being increasingly more revealing. Each clue consists of one or more sentences written in the first person, as if the president were stating the information. Suggested guidelines for these statements are:
- 6-point clue      This clue should be relatively obscure, yet specific enough to limit the answer to just one possible president. It should require intensive knowledge of American History and/or personal facts about the president.
- 4-point clue      This clue should give more information, perhaps including more history and/or personal facts. The Presidents Chart might be used to help narrow the range but not uniquely identify the president.  
In all divisions for **2022-23**, the 4- or 2-point clues may contain something

about **Slavery**. In Junior/Senior Divisions, the 4- or 2-point clue may also contain something about **Wars and Treaties**.

2-point clue This statement should make the choice obvious. It should include something unique from the Presidents Chart or something in the president's era that is obvious or a very well-known fact about the president.

**PZ7** No questions are asked about any president first elected or taking office during the current school year.

**PZ8** The chart below lists the rotation of presidents groups and themes for the coming years.

Year	EI/Mid Group	Theme for All Divisions	Jr/Sr Groups	Jr/Sr Theme
2022-23	1-17	Slavery	1-17, 16-33	Wars and Treaties
2023-24	16-33	Vice Presidents	16-33, 28-46	Pres. Campaigns & Elections
2024-25	28-46	Early Years	1-17, 28-46	Social Reform Movements
2025-26	1-17	First Ladies	1-17, 16-33	Domestic Affairs
2026-27	16-33	Secretaries of State	16-33, 28-46	Cabinet Members
2027-28	1-17	Scandals	1-17, 16-33	Foreign Affairs
2028-29	16-33	Occupations and Posts	16-33, 28-46	Immigration
2029-30	28-46	Presidential Firsts	1-17, 28-46	Economics

**PZ9** The reader will read each clue and, after a short pause, read it again. Players will then have 30 seconds to mark their scratch sheet in any way they wish or mark a response on their wager/answer sheet. A ten-second warning is given **by the reader** before moving to the next clue or, after the 2-point clue is read twice, telling players to reveal answers. **Time will be kept by the reader or by someone else that the tournament director designates.**

**PZ10** As players try to determine the identity of a president, they should consider the ENTIRE set of clues rather than one isolated incident or fact.

**PZ11** Using a non-erasable pen only, each player may circle one and only one answer per question on the wager/answer sheet. The answer may be marked only AFTER the second reading of any one of the three clues. WHEN a player answers determines how many points that player receives if correct. Players may not change an answer once it has been circled. An erasure or scratch out makes the answer automatically wrong. No other marks may be made in the answer section of the wager/answer sheet besides the circle around the player's choice for the president for each question.

**PZ12** After a player circles the number of the president on the answer side of the wager/answer sheet and either 6, 4, or 2 (depending on when the answer was written) on the wager side, the player places the wager/answer sheet answer side DOWN on the appropriate 6, 4, or 2 space of a marked 8.5 x 11 mat. (Mats are available for download on [ag1oa.org](http://ag1oa.org).) Other players confirm that a player's 6, 4, or 2 matches the location on the mat and corresponds to the clue that has just been read. Once a player places the wager/answer sheet on the mat, that player may NOT touch it or write on it again during that question.

**PZ13** Thirty seconds after the 2-point clue has been read twice, the reader tells players to reveal their answers, then gives the president's name and number. Answers are checked

and verified by the players at each table. A player who answered after the reader told players to reveal their answers scores 0 for the question even if the late answer is correct.

- PZ14** Those players who have a correct answer win the number of points determined by WHEN they answered (6, 4, or 2). Those players who have an incorrect answer score 0 (zero) for that question. If a player has failed to circle the 6, 4, or 2, a correct answer scores two (2) points only.
- PZ15** If a checker circles YES or NO incorrectly or marks the 6-4-2-0 score wrong, a monitor must initial the correction using a red pen. In like manner, any corrections on the group's scoresheet must be initialed by a monitor.
- PZ16** **A player who is not present for a question scores -2 for that question.**
- PZ17** The ultimate winner in each division is the player who has the most points after all questions have been played. Similarly, the winning team in each division is the one with the highest combined scores of its members.
- PZ18** In all divisions, any player who marks 6 as his wager when answering after the 4- or 2-point clue or marks 6 or 4 as the wager when answering after the 2-point clue receives a one-point penalty for that question. The -1 must be approved and initialed by a monitor. In either case, the player, if correct, receives the number of points (minus one) based on when he answered, not on his false wager.
- PZ19** Certain forms of behavior interfere with play and annoy or intimidate opponents. If a player is guilty of such conduct, a monitor will warn the player to discontinue the offensive behavior. Thereafter during that round or subsequent rounds, if the player again behaves in an offensive manner, the player may be penalized one point for each violation after the warning. Flagrant misconduct or continued misbehavior may cause the player's disqualification for that round or all subsequent rounds.
- PZ20** Certain infractions that give a player an unfair advantage or completely disrupt the reader may draw a -1 penalty immediately without a warning provided at least two monitors agree on the penalty. Examples include announcing an answer to other players before the correct answer is revealed, consulting notes that were written before the match began, using an electronic device (smart watch, phone, tablet, etc.), constant talking, tapping on the table, humming or singing, or loud or rude language. A pair of monitors may also issue a -1 penalty or even expel a player from a match for other egregious actions such as continually making hand signals or other gestures to another player during the reading of a clue, knocking materials off the table, intimidating an opponent verbally or with threatening gestures or body language, refusing to continue play when told to do so by a monitor, and so on.
- PZ21** **The Tournament Director will appoint a chief monitor for each room to help resolve any issues involving rules, including penalties and behavior. Any *behavior* penalty must be agreed upon by two monitors — one being the chief monitor — to ensure consistency.**
- PZ22** Any time a player marks an answer on the wrong line in a round, a monitor must renumber the answers on the player's sheet and initial the correction with a red pen. There is no penalty the first time this occurs in the round. However, any other answers marked on the wrong line by that player the remainder of the round incur a one-point penalty that must be initialed by a monitor with a red pen.

**PZ23** A monitor may be called over at any time if a player is missing materials, feels another player is competing unfairly, or has an emergency that should not wait. During the reading of a question/example, no player may call over a monitor to fix a mistake on a wager/answer sheet or scoresheet. Any issues dealing with writing on the wrong line, changing or marking out an answer, or marking a player's score incorrectly must be dealt with after the answer is revealed but before the next question is read.

**PZ24** When a round ends, each player must sign (or initial) the scoresheet and the winner (or one of those tied for first) turns it in. If a player signs or initials a scoresheet on which his score is listed incorrectly and the error was a simple oversight, then, with the agreement of all players, correct the scores. However, if there is evidence of intent to deceive and the error was not a simple oversight, do the following.

1. If the error gives the player a lower score, he receives the lower score.
2. If the error gives the player a higher score, he receives 0 for that round.